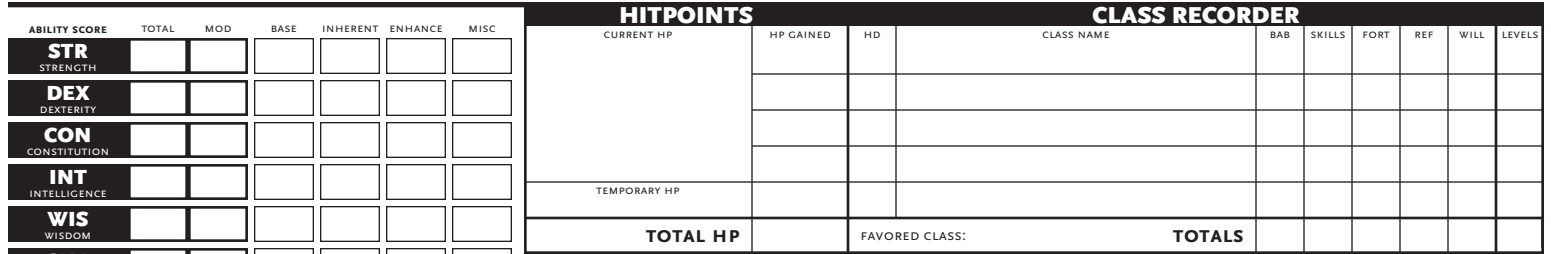


1.1.2
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MISCELLANEOUS TRACKING

| | |
|------------------|--|
| ARMOR PENALTY | |
| MAX DEX | |
| SPELL FAILURE | |

| ATTACKS | TOTAL | BASE ATTACK BONUS | | ABILITY | SIZE | |
|----------------------------------|-------|-------------------|--|---------|------|--|
| MELEE ATTACK MODIFIER | | | | | | |
| RANGED ATTACK MODIFIER | | | | | | |
| CMB TO ATTACK | | | | | | |
| CMD TO DEFEND | | -10 + | | DEX | STR | |

MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
SKILLS MARKED WITH * ARE APPLIED ARMOR CHECK PENALTIES

| PROFICIENCIES | |
|---------------|--|
| | |
| | |

| ARMOR & SHIELD | ENHANCE AC BONUS | MAX DEX | PENALTY | SPELL FAIL | TYPE | SIZE | MATERIAL |
|----------------|------------------|---------|---------|------------|------|------|----------|
| | | | | | | | |
| | | | | | | | |

[illegible]

